LOG ON

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Interview with Chris Crawford, Author of Balance of Power: Politics as the Ultimate Global Game

When Chris Crawford created the game *Balance of Power* on an Apple Macintosh, he found no buyers until Mindscape took a gamble and found they had chosen a winner. *Balance of Power*, now available in both Mac and PC-DOS versions, puts the players in the position of the President of the United States and the Secretary General of the Soviet Union, vying with each other to expand influence around the globe without causing nuclear war. The result is an amazing simulation.

"*Balance of Power*," wrote a former member of the National Security Council staff, "is about as close as one might get to the cut-and-thrust of international politics without going through confirmation by the Senate."

Now Chris Crawford has written a fascinating book about how he designed the game: *Balance of Power: International Politics as the Ultimate Global Game* (See review on Page 5). He discussed the book — and the game — in a recent interview.

Q: How will the book help players better understand the game? Is owning the game a prerequisite to enjoying the book?

A: I think the game appeals to three different audiences. First, the book is for those who own the game, and have developed an interest and curiosity about geopolitics. *Balance of Power* provides historical background for the concepts used in the game. I hope that this information will help them better understand the game — and improve their scores. The book is also for those who know a lot about the real world — and are curious about the expression of real world concepts in the medium of the computer. The third audience is those who are interested in game design and want to follow the effort in detail. Each product can stand on its own, but the game and the book enhance each other.

Q: The game is currently being used in college and university political science courses, is the subject of a forthcoming scholarly paper, and is under consideration for inclusion in some war college curriculum. How do you feel about this?

A: I must say I was taken aback; I hadn't intended *Balance of Power* to be an academic exercise. I designed it as a game for the general public. I'm pleased that it stands up under such close scrutiny, and that they take it so seriously.

Q: Why *Balance of Power* and why the Macintosh computer as the original machine format? The Macintosh had almost no installed base at the time you began the project.

A: I created *Balance of Power* because I had always wanted to develop a game about the prevention of nuclear war. I chose the Macintosh because the machine has ample power, and I felt that the typical Macintosh owner would be interested in the game. I just had a hunch that the Macintosh would be successful.

Q: Someone recently wrote to ask why *Balance of Power* had no war sequences — no shoot-'em-up scenes. How do you feel about this type of reaction, and wouldn't it have been more lucrative to design a shoot-'em up game?

A: It certainly would have been safer and easier to design a shoot-'em-up game, but I saw no point in producing the same old stuff. I wanted to open up new territory and produce a very different game that would appeal to a mature audience. I think the game is accessible to the general public, but it does demand considerable effort to master. Understanding foreign policy isn't a simple matter, and I think that this game — along with the book — is an enjoyable way to get acquainted with the problems of diplomacy.

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LOG ON January — March 1987

In this second issue of LOG ON, newsletter of the B. Dalton Computer Book Club, you will find an overview of the best new computer books for winter, 1987.

Reading LOG ON will keep you abreast of what is happening in a rapidly changing field. The next step is to check out the shelves at your B. Dalton Bookseller or B. Dalton Software Etc. The largest stores stock as many as 3000 computer books, and the selection is constantly updated. If you can't find what you want on the shelves, store managers will consult the complete list on microfiche. If the book you want isn't in the store, you can order it there or directly from B. Dalton, using the form on page 15.

And don't forget another valuable benefit of membership in the B. Dalton Computer Book Club. The Bonus Card described on page 16 can give you a significant discount on book purchases.

Computing At Home

The Amiga for the Creative Professional

Graphic artists, audio-visual specialists, or computer enthusiasts with some BASIC programming experience will welcome this new book from Microsoft.

Michael Boom's *The Amiga*™ goes far beyond the beginner's level. It explores ways to develop sophisticated visual images and enhance the power of the Object Editor, design your own sound with Amiga's built-in sound synthesizer, and create animated sequences for videotape.

Boom devotes a section of the book to each of three topics: image, sound, and animation, the three major areas of Amiga applications. Each of these subject areas is introduced with a primer on basic concepts and technology, backed up by excellent graphic illustrations.

Example programs for hands-on learning require Amiga BASIC and three powerful applications: Deluxe Paint®, Deluxe Video®, and Deluxe Music®. Some of these examples use 512K of memory.

Well-illustrated and clearly written in language no more technical than it has to be, this book will appeal to the creative person who wants to learn how to take advantage of the Amiga's fascinating powers without being stumped by unusual programming languages and complex hardware considerations.

The Amiga™
Michael Boom
Microsoft • $19.95 (C105)
Available in January

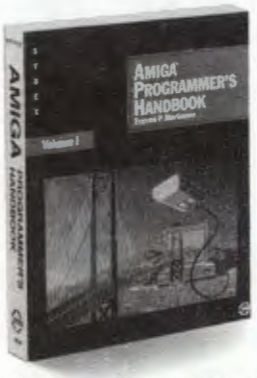
A Comprehensive Reference for Amiga Graphics

The Amiga is unmatched among home computers as a graphics machine. This revised and expanded edition of Eugene P. Mortimore's *Amiga*™ *Programmer's Handbook, Volume 1* provides a complete compendium of the Amiga system facilities for graphics and animation, including all the new function calls of Amiga software release 1.2. Specially organized for the working programmer, this single volume will put at your fingertips everything you need to know to create complete graphics applications.

More than 300 entries, arranged alphabetically by function class, including ROM BIOS Exec calls, Graphics Library, Animation, Layers Library, Intuition calls, and the Workbench. You'll find exactly what you need to know about screen management, icons, windows, multitasking, layers, bit-maps, memory management, and a lot more.

Besides the details on version 1.2 additions, this revised and expanded edition of Volume 1 has text-enhancing illustrations and a complete at-a-glance listing of all calls and their parameters.

In short, here is a complete, up-to-date reference for any programmer working with Amiga graphics.



Amiga*™ *Programmer's Handbook, Volume 1
Second Edition
Eugene P. Mortimore
Sybex • $24.95 (C106)
Available in January

Use Amiga's Own System Programming Language

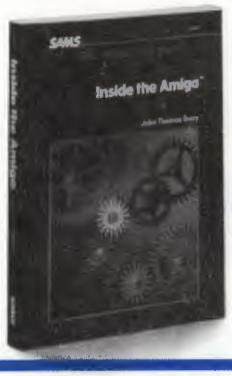
Most books about the Amiga emphasize the BASIC programming language even though the primary development language for the Amiga system is C. Here is a technically sophisticated guide for the experienced computer user interested in learning how to apply the C programming language to this 68000-based, multitasking computer.

Inside the Amiga™, by John Thomas Berry, is aimed specifically at those with some knowledge of C. Berry shows exactly how to use C to interface with the Amiga's powerful ROM functions, how to use the Amiga's graphics coprocessor chips (the Copper and the blitter) directly, via library functions, and how to go beneath the surface of the operating system and the ROM to manipulate the multitasking kernel system.

Contents include:

- Programming under three operating systems.
- Tricks of of using C on the Amiga.
- Windows, gadgets, and menus.
- Hardware graphics support routines.
- Hardware sprites.
- Programming the audio device.
- Speech synthesis.

Berry provides extensive examples in C, often special-purpose routines that can be merged into more complex programs and serve as a solid basis for developing your own designs.



Inside the Amiga™
John Thomas Berry
Sams • $22.95 (C107)
Available in January

Amiga Command-Line Interface

Like the Macintosh, the Amiga provides mouse-and-graphics user interface with icons, pull down menus, and all the rest; but, unlike the Mac, the Amiga also provides command-line interface (CLI) that allows you to work faster and use more operating system utilities.

COMPUTE!'s Amiga DOS Reference Guide shows you how to use the command line to access both line and screen editors for text entry, activate a RAM disk, use batch command files, simplify disk-swapping on a single drive Amiga, and set up customized file directories and subdirectories.

COMPUTE!'s Amiga DOS Reference Guide
Arlan J. Levitan and Sheldon Leemon
COMPUTE! • $14.95 (C109)
Available in selected stores in January

At Last! Complete Technical Documentation for the Amiga

Amiga programmers have just been waiting for Commodore's definitive four-volume Amiga Technical Reference Manual!

Amiga™ ROM Kernel Reference Manual: Libraries and Devices introduces and describes the hundreds of graphics, math, audio, and other routines stored in Amiga's 192K ROM, as well as a complete listing of all the libraries and devices in the ROM and a comprehensive introduction to their structure and use.

Amiga™ ROM Kernel Reference Manual: Exec, offers a detailed description of the Amiga's ROM-based, multitasking system executive, covering multitasking, exception handling, memory allocation and other ROM routines that make up Exec, with complete listings.

Amiga™ Hardware Reference Manual, provides detailed coverage of Amiga's hardware and architecture, including descriptions of the blitter, the Copper, and audio and interface hardware. Appendices summarize the entire register set and the uses of individual bits.

Amiga™ Intuition Reference Manual, describes the Amiga user's interface, with an introduction to Intuition's features and a complete listing of its components, including their data structures and the function calls that affect them; and important guidelines for good programming style on the Amiga.

Amiga™ ROM Kernel Reference Manual: Libraries and Devices
Commodore Business Machines, Inc.
Addison-Wesley • $34.95 (C101)
Available in January

Amiga™ ROM Kernel Reference Manual: Exec
Commodore Business Machines, Inc.
Addison-Wesley • $24.95 (C102)
Available in January

Amiga™ Hardware Reference Manual
Commodore Business Machines, Inc.
Addison-Wesley • $24.95 (C103)
Available in January

Amiga™ Intuition Reference Manual
Commodore Business Machines, Inc.
Addison-Wesley • $24.95 (C104)
Available in January

Not-so-Basic BASIC on the Amiga

The BASIC that comes with the Amiga is the most advanced of any included with a personal computer. It includes functions that access nearly every feature on the Amiga, modern control structures, routine-calling by name rather than by line number, a full screen editor, and a lot more.

Advanced Amiga BASIC gives you, as someone familiar with the BASIC language, what you need to know to move up and program the Amiga at the advanced level. It includes a set of demonstration programs with techniques and utilities that you will incorporate in your own programs for years to come.

Advanced Amiga BASIC

Tom R. Halfhill and Charles Brannon
COMPUTE! • $16.95 (C110)
Available in selected stores in January

Amiga Graphics in BASIC, C, and Assembler

The Amiga has the most advanced graphics capabilities of any home computer. Sheldon Leemon's *Inside Amiga Graphics* is a comprehensive guide that shows you how to tap the power of the Amiga's graphics coprocessor (the Copper), its high-speed memory-mover chip (the blitter), and the graphics functions from its software library.

You'll find chapters on:

- Setting up the display screen
- Windows
- Drawing lines and shapes
- Text
- Drawing and manipulating image blocks
- Sprites and bobs
- Advanced Topics

The chapter on advanced topics covers display modes that can't be controlled through BASIC. You'll learn how to use C structures to create a SUPER-BITMAP and windows to it.

The appendix summarizes each function in table form, giving its name, telling where each function is located, describing what it does, shows the syntax of the function call, and describes input parameters.

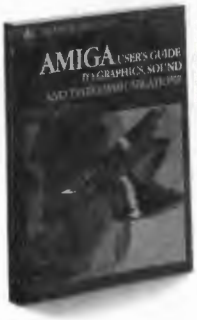
Inside Amiga Graphics offers everything the intermediate to advanced BASIC, C, or assembly language programmer needs to know to begin programming Amiga's advanced graphics features.

inside Amiga Graphics

Sheldon Leemon
COMPUTE! • $16.95 (C108)
Available in selected stores in January

Picture, Sound, and Communications on Amiga

Here is the second book in the series that includes the *AmigaDOS Manual* (now in its second edition). *Amiga User's Guide to Graphics, Sound and Telecommunications* gives you a clearly written, detailed tour of the Amiga, from its basic functions to its most sophisticated features. Compose stereo musical scores at Amiga's own keyboard. Teach Amiga to talk using the stress and pitch of natural languages. Draw color images in more than 4,000 shades and hues. Create and animate stunning action figures with Amiga BASIC. And use the communications program example to link to other users via modem.



Amiga User's Guide to Graphics, Sound and Telecommunications

David Myers, with programs by Joe Powers
Bantam • $18.95 (C111)
Available in selected stores in March

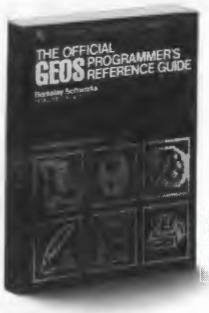
Mouse-Driven User Interface for the Commodore 64/64c/128

A new operating system — the Graphics Environment Operating System (GEOS) — has revolutionized eight-bit Commodore 64, 64c, and 128 personal computers by providing a Mac-style desktop interface that includes pull-down menus, dialog boxes, and proportionally-spaced fonts.

Applications developed under this new programming environment will have multitasking capability and faster disk access, and can be more data-intensive — bigger than previously thought possible on this machine. Developers who take advantage of these features will be able to save valuable time while increasing the quality of their applications.

Written by Berkeley Softworks, creator of GEOS, *The Official GEOS Programmer's Reference Guide* offers both essential reference material and an easy-to-follow tutorial on this graphics oriented operating system, including insights into the event-driven programming concept.

Reference material includes all commands, memory maps, and other essential information you need to write successful programs in the GEOS environment. You will also learn about redefining the Commodore 64 screen in hi-res bit-map mode for GEOS, buffering screen displays under tight memory constraints, and using a mouse-driver.



The Official GEOS Programmer's Reference Guide

Berkeley Softworks
Bantam • $19.95 (C116)
Available in selected stores in March

Managing Your Money

Here's the perfect complement to the latest release of Andrew Tobias's critically acclaimed financial management program for IBM PC/XT/AT and compatibles! You'll find tested strategies and suggestions to make this great software work even harder for you. Discover effective ways to: manage your budget and bills; evaluate your true insurance needs; manage your taxes; plan for your retirement; and start a personal investment portfolio.

No matter what your fiscal situation, you will find that this book helps you develop a keener sense of your financial well-being.

Managing Your Money with Managing Your Money
Jim Bartimo
Microsoft • $16.95 (C113)
Available in selected stores in March

Sensible Applications for Dollars and Sense

If you are interested in applying your Apple II or Macintosh to financial management by way of the popular program *Dollars and Sense*, the book *Using Dollars and Sense* will interest you. It is both a compendium of answers to the many questions received by Monogram's user support line and a practical guide to good money management.

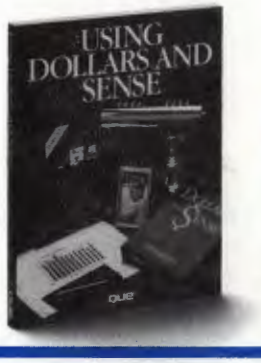
Designed to clarify the many features of *Dollars and Sense*, this book focuses on three main applications areas: business, personal finance, and tax reporting.

Easy-to-modify business applications demonstrate key bookkeeping techniques and show how to automate accounting tasks in a variety of business situations.

Personal applications show users how the program *Dollars and Sense* can balance a checkbook, set up a budget, and develop a personalized strategy for money management.

Examples of tax applications help users estimate their tax liability and produce the figures needed to fill out tax forms. Other applications show how to generate reports and graphs that accurately describe the user's financial situation.

Here you will find just what you need to coordinate your personal finances.



Using Dollars and Sense
John Hannah
Que • $16.95 (C112)
Available in January

Exotic Journeys

Here's true high adventure — a chance to explore other cultures, other centuries by way of BASIC programs for the IBM PC listed in *David Ahl's BASIC Computer Adventures*. You will:

- Travel to China with Marco Polo
- Fly with Amelia Erhardt
- Take a spaceship journey to Neptune
- Role-play a Tai Pan in Hong Kong

Ready-to-enter listings and program notes make setting up each adventure easy, and colorful narratives paint the background of each journey.

Author David Ahl founded *Creative Computing* magazine.

David Ahl's BASIC Computer Adventures
David H. Ahl
Microsoft • $9.95 (C115)
Available in January

Algorithms for International Intrigue

This provocative book explores the underlying strategies and methodologies of the complex game *Balance of Power*, for Macintosh and PC-family computers.

The game puts at your command the resources of a global superpower. Your actions determine the world's fate: peace or annihilation.

The book *Balance of Power: International Politics as the Ultimate Global Game*, by the game's developer, Chris Crawford (interviewed in this issue's cover story), offers you an exciting look at both the subtleties of game design and the stratagems of geopolitics.

Crawford has distilled the insights he gained from extensive research during the game's development, and his blending of the special requirements of a computer simulation with the need for realism make for provocative reading.

He organizes the main chapters around the central themes of the game: insurgencies, coups-d'etat, Finlandization, and crises, and on each topic he provides historical background and anecdotes. But he also shows you the actual algorithms that so successfully mimic the real world of geopolitics. Whether your interest lies in international politics or in programming games, you will find this a fascinating book.

Balance of Power: International Politics as the Ultimate Global Game
Chris Crawford
Microsoft • $10.95 (C114)
Available in selected stores in January

More on 1-2-3 from Grand Master Doug Cobb

One of the best known gurus of Lotus® 1-2-3®, co-author of the best-selling *Using 1-2-3®*, is back with a definitive reference guide and tutorial, *Douglas Cobb's 1-2-3 Handbook*. It may be the one book you need to get top performance from 1-2-3 at any level.

Cobb's Handbook covers all of 1-2-3, Release 2.01 with lots of easily-referenced time-saving tips and tools to help you develop, debug, audit, and print your spreadsheets.

It begins with a tutorial on essentials, but quickly moves on to exhaustive coverage of the entire range of 1-2-3's capabilities. Three full chapters are devoted to macros and the Lotus Command Language (LCL), including the complete scoop on LCL commands and techniques.

Here are just a few of the other important topics covered:

- An introduction to Lotus's new AI-based Human Access Language (HAL).
- Dozens of useful tips to use in your applications.
- Directions on how to use software add-on that can enhance 1-2-3, including Freelance, SQZ!, and the Cambridge Spreadsheet Analyst.
- Techniques for exchanging data with other programs.

Throughout the book, Cobb uses hundreds of practical examples and figures to explain 1-2-3's features. Release 2.01's new commands are highlighted throughout.

Lotus 1-2-3 runs on IBM PC/XT/AT and compatible machines.

"1-2-3 users have changed. The average new 1-2-3 user today is more computer-literate than the new user four years ago. Experienced 1-2-3 users have mastered the program's basics and now want to stretch their knowledge."

— From the introduction to *Douglas Cobb's 1-2-3 Handbook*

Douglas Cobb's 1-2-3 Handbook: The Complete Guide for Power Users
Douglas Cobb
Bantam • $22.95 (C117)
Available in February

1-2-3 From Start to Finish

Two new books on 1-2-3, Version 2, ease the way to mastery of the one of the most popular business applications for the PC/XT/AT family of computers.

The ABC's of 1-2-3 is a first 1-2-3 book that will painlessly move you to the point where you are using this complex program in a professional way. *Online Today* said of this book, "If you are completely new to Lotus 1-2-3, this will provide you with an easy and comfortable way to get started with the program."

By the time you have completed it, you will have learned to do everything from install 1-2-3 on your system to build your own applications.

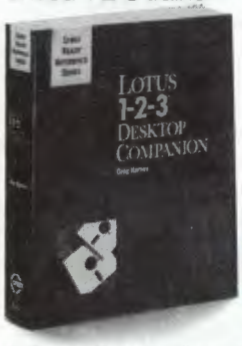
The authors know how to explain things in words you will understand. Chris Gilbert is a computer educator and consultant. Laurie Williams is a technical writer who has taught both English and writing.

Lotus 1-2-3 Desktop Companion provides an exhaustive reference and resource guide to using 1-2-3. Adopting a "cookbook" approach, the authors assemble a mass of information into a compact, easy-to-use reference, organized by 1-2-3's major operations rather than as a straight, dictionary-style listing. Each subject area includes explanatory information as well as design tips, followed by individual reference entries. The reference entries follow a clear, standardized format, describing commands and functions, and giving examples.

While the book assumes a general familiarity with the basics of 1-2-3, it will benefit even novices. If you are experienced in using 1-2-3, you will appreciate the structure and extensive coverage that will enable you to brush up on particulars quickly and at the same time deepen your understanding of the more subtle aspects of the program.

Author Lee Harvey is a microcomputer consultant, technical writer, and experienced 1-2-3 trainer.

The ABC's of 1-2-3, for Release 2
Chris Gilbert and Laurie Williams
Sybex • $15.95 (C118)
Available in selected stores in January



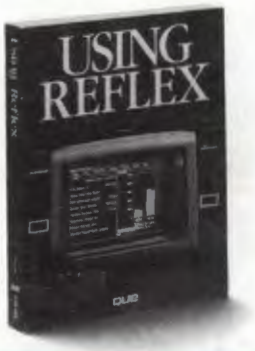
Lotus 1-2-3 Desktop Companion
Greg Harvey
Sybex • $26.95 (C119)
Available in selected stores in March

Reflex: Fast and Versatile

Small business owners, corporate analysts, and department managers are praising Borland International's Reflex: The Analyst. This software program (for IBM PC/XT/AT and compatibles) offers five separate ways to view records used in data management and analysis. While other products do little more than keep track of information, Reflex analyzes data. Combining the tracking capabilities of dBASE II and dBASE III and the spreadsheet analysis approach found in Lotus 1-2-3 and Symphony, the makers of Reflex designed an easy-to-use program suitable for sophisticated business analysis applications.

Mick Renner's *Using Reflex* is the ideal back-up for this outstanding program. Here is a book that shows you how to maximize the power of this multi-purpose, intuitive program. You will learn how to analyze data in graphic, numeric, and text form and how to record, track, and organize information. With numerous examples, tips, and applications, *Using Reflex* goes well beyond the program's documentation to help you use the program's analytical powers in making today's decisions and spotting tomorrow's trends.

Author Mick Renner is a freelance technical writer and systems analyst. He was publications manager at Analytica Corporation (now part of Borland International) during the development of the Reflex program.



Using Reflex
Mick Renner
Que • $19.95 (C121)
Available in January

Power Up 1-2-3

If you aspire to becoming a "power user" of Lotus 1-2-3, Version 2, you will want to use its most dynamic tool: the command language. Darien Fenn's new *1-2-3® Command Language* provides a thorough grounding on the subject and will introduce you to the skills you need to write advanced programs for 1-2-3.

You will learn the new techniques in steps, beginning with simple macros and moving gradually to complex command syntax. Through practical examples, you will acquire skill in developing, testing, debugging, and modifying complex command language programs.

1-2-3® Command Language
Darien Fenn
Que • $19.95 (C120)
Available in selected stores in January

Q&A Understands English

Using Q&A™ covers the most recent version (2.0) of the first intelligent database program to come on the market. It provides a tutorial guide for the unique Q&A program, which combines word processing, data management, database analysis, and report generation, with a user interface simplified by the use of artificial intelligence. It takes you through the stages of designing and implementing a Q&A system using all of Q&A's four main modules: File, Write, Report, and the Intelligent Assistant.

Intelligent Assistant, the state-of-the art user interface, uses artificial intelligence to respond to the requests, commands, and queries in your own words. It understands English syntax, using a built-in vocabulary and allowing you to define words special to your field.

With this book you will learn to create a database, enter data, set up mailing lists, merge addresses and other variables into form letters, compose word-processing documents, and produce reports ranging from simple summaries to complicated financial statements. The book also explains how to make projects go even faster by taking advantage of Q&A's integration of the word processor with the database.

You will also learn to import files to Q&A from 1-2-3, Symphony, PFS FILE, or any of the dBASE products.

Q&A incorporates some of the most recent developments in computer technology, and *Using Q&A* explains them clearly. Here is a way to get up to speed on this powerful system without going through a long period of manual-reading and experimentation.

"Q&A's designers produced a program that can be used by people familiar with programming and applications as well as by people with no computer experience. Creating a database form in File is as simple as entering text in the Write module. And when you design a report, you can use the database form in the File. Although the focus of Q&A is on the front-end, easy-to-use features, don't be fooled. Q&A is powerful enough to perform a wide range of data-management, word processing, and report generating tasks."

— From the introduction to *Using Q&A*™

Co-author Bill Langenes is on the team that developed Q&A. David Ewing is the author of many computer books. The program Q&A runs on the PC/XT/AT family of computers.

***Using Q&A*™**
David Ewing and
Bill Langenes
Que • $19.95 (C122)
Available in January

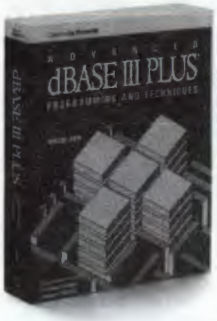
All About dBASE III PLUS

Here are two outstanding new books that will help you master *all* the power of dBASE III PLUS. The first, Joseph-David Carrabis's *dBASE III PLUS™: The Complete Reference*, is a thorough inventory of dBASE operations with the concise examples of each so important for effective documentation. The second, Miriam Liskin's *Advanced dBASE III PLUS™: Programming and Techniques*, zeros in on some of the special and advanced dBASE features to empower your dBASE programs and command-line operations.

If you need a comprehensive guide to dBASE III PLUS, and you probably do, look at *dBASE III PLUS™: The Complete Reference*. Every command, function, and operation in this latest release of the famous database program is described and demonstrated in practical examples. The emphasis is on new features such as networking; the Assistant, a menu driven interface; and the Applications Generator. Each chapter begins with an overview of a procedure, then presents an alphabetical command reference section providing clear descriptions and extensive examples of each command used in that procedure. You will learn things here that you would otherwise pick up only by long experimentation with dBASE III PLUS.

Advanced dBASE III PLUS™: Programming and Techniques discusses the new CATALOG, VIEW, QUERY, and FIELDS features which offer greater convenience when working with multiple files at the dot-prompt. These features let you more easily set up a system for use by less experienced users. Liskin explains new functions that let you determine more about the programming environment, such as the amount of disk space remaining, the DOS environment parameter settings, and the record length in the current database. Also covered are file and record-locking capabilities that enable you to design a multiuser database system. These are especially important for users who are working with a LAN (local area network).

dBASE III PLUS™: The Complete Reference
Joseph-David Carrabis
Osborne McGraw-Hill
$22.95 (C123)
Available in January



Advanced dBASE III PLUS™: Programming and Techniques
Miriam Liskin
Osborne McGraw-Hill
$21.95 (C124)
Available in January

Perfect WordPerfect

" 'But,' you may ask, 'Isn't it difficult to learn? Don't I have to be a computer expert?' The answer to both questions is no. You can become a competent word processor in a relatively short time. You need not understand computers or computer programming any more than you would to operate an automatic teller machine, an electronic cash register, or a calculator."

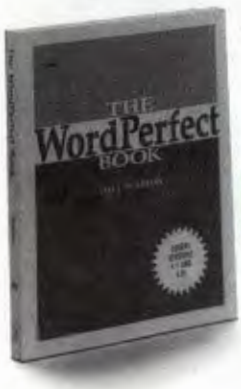
— From the introduction to *The WordPerfect® Book*

WordPerfect has been on Softsel's Hot List for two years now, and has built up a loyal following of users both in the business world and among professional writers. With the introduction of newly enhanced version 4.1, even more users will be opting for this IBM PC and PC compatible word processing package that offers both standard features and a host of extras, ranging from customizing functions to dual editing capabilities. Those who want to master WordPerfect as quickly as possible as well as those who are considering purchase will want to check out this excellent new sourcebook by one of the most knowledgeable and experienced authors in the field of microcomputers.

In *The WordPerfect® Book*, Leo Scanlon provides step-by-step coverage of the functions needed for informal writing with WordPerfect and WordPerfect 4.1. You can progress to additional functions to produce formal correspondence, reports, and work revisions, all supported by over-the-shoulder instructions and working program examples. Using macros, creating variable form letters, and customizing WordPerfect to suit individual applications are all thoroughly discussed.

You will also learn how to: produce attractive, professional letters, reports, articles, term papers, books, memoranda, legal documents, financial summaries; use the built-in spelling checker and thesaurus; draw lines, boxes, borders, and charts on the screen; perform mathematical operations on rows and columns of numbers; generate footnotes, endnotes, subscripts, special characters such as math symbols; sort lines, paragraphs, groups of paragraphs; and generate a table of contents, index, or list from words or phrases in a document.

Whatever your skill at word-processing, here's a good way to move up to the program that has been described as the first choice of professionals.

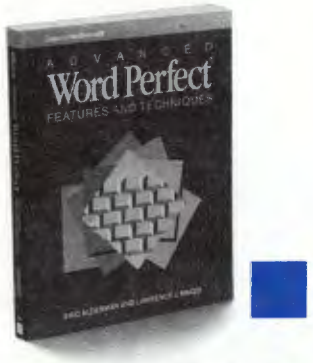


The WordPerfect® Book
Leo J. Scanlon
Tab • $16.95 (C126)
Available in January

Fine Points of WordPerfect

Here is a guide that will help you take advantage of advanced WordPerfect features. Starting where the documentation leaves off, *Advanced WordPerfect®: Features and Techniques* clarifies many concepts and provides tools for sophisticated applications. You will learn to create and use macros to enter document headers; open, close, and resize windows; and make common document format changes. You will also learn about outlining, paragraph numbering, indexing, creating a table of contents, do on-screen math, format with multiple columns, and integrate WordPerfect with other programs such as Lotus 1-2-3, dBASE III, Sidekick, and ProKey. Last but not least, you will learn about how WordPerfect can get the most from your printer.

A note on the authors: Eric Alderman operates a microcomputer consulting firm that specializes in word processing and database applications. His column "Word Wrap" appears in *Bay Area Computer Currents*. Lawrence Magid is a founder of Know How, Inc., a San Francisco-based company specializing in microcomputer education. He is a syndicated columnist for the *Los Angeles Times* and a contributor to many computer magazines.



Advanced WordPerfect® Features and Techniques
Eric Alderman & Lawrence J. Magid
Osborne McGraw-Hill • $16.95 (C127)
Available in January

Tips and Tricks

WordPerfect™ Tips and Tricks is directed at WordPerfect 4.2 users at home, on campus, in the office who want to take advantage of many skills and tricks developed through extensive use of WordPerfect from the time it came out two years ago through version 4.2. The book is especially aimed at 4.2 users.

It includes an introduction and overview designed to get new users up and running, but the main focus is on specific real-life tasks and advanced applications. You'll find clear explanations and step-by-step instructions for:

- Using and printing a variety of fonts and type sizes.
- Working with and printing multi-column documents.
- Producing major reports and scholarly papers with tables of contents, index, footnotes, abstracts, and special characters for math or foreign languages.
- Performing document merging and assembly.
- Handling forms, labels, and envelopes.
- Building and using macros, including custom menu creation and scores of ready-made, time saving routines.

WordPerfect™ Tips and Tricks
Alan R. Neibauer
Sybex • $18.95 (C128)
Available in January

Microsoft Word Update

Microsoft® WORD® emerged on the software scene three years ago as a word processing program providing very powerful text formatting features—the sort of features that would become standard in desktop publishing.

The latest release of WORD, version 3.0, offers more than 50 changes that distinguish it from version 2.0, including greater operating speed, a built-in outline processor, automatic preparation of table of contents and numbered sections, as well as the ability to print paragraphs side by side and download laser printer fonts.

Mark Brownstein's *Advanced Microsoft® WORD®* addresses experienced WORD users who want to incorporate these sophisticated new features into their work. He discusses:

- Outlining.
- Five-function math.
- Enhanced column formatting.
- Using style sheets.
- Creating form letters.
- Printing with laser printers.
- Manipulating windows.

Brownstein shows you the various techniques and tricks you need to get the most out of WORD, and he presents all its new options with clear examples in a tightly organized format.

Advanced Microsoft® Word®
Mark Brownstein
Osborne McGraw-Hill • $17.95 (C129)
Available in selected stores in January

Learning to Program is Easier Than Ever

A great number of non-computer professionals are taking up programming. One reason is that more powerful, hard disk equipped microcomputers, such as 512K Macintoshes and 640K-RAM PC's, are more generally in use. These machines support more powerful, easier-to-use compilers. And then, as tens of thousands of people adopt a particular language, large libraries of stock routines grow up, along with a large base of shared knowledge available through users groups and — books.

Since publishers respond to popular demand, a glance at the new titles in the field of programming is a good way to see what's been happening there.

When you scan the titles below, you will see books on assembly language for PC/MS-DOS systems; C, the system programming language developed at Bell Labs, originally used as a system language for UNIX, now available as an all-purpose language for microcomputers; and Prolog and LISP, the languages of artificial intelligence (AI) and expert systems.

PC users want to learn some assembly language, as a way to write short, fast utilities for their machine and as the best way to understand the operations of the microprocessor, the internal memory, and the operating system.

C has turned into the language of choice for many programmers because it allows operations at a bit-and-byte level without the restrictions built into Pascal to save the programmer from himself. Because it is a high level language, C lets you turn out very efficient programs faster than you could in assembler. It is an extremely terse language: program directions that can be assumed are not explicitly stated, and a single symbol can have the meaning of a long word in a language like COBOL.

Compilers and books are appearing for two "new" languages — LISP and Prolog — new in the sense that we have recently been hearing a lot about them in conjunction with public interest in artificial intelligence and expert systems. LISP is in fact one of the oldest high-level languages, in the same 1950's generation with FORTRAN. LISP was especially designed for AI, but it is also a general purpose language and growing in popularity now that good implementations are available for micros. Prolog gained fame when the Japanese computer industry made it a standard for AI development.

New books make it relatively easy to learn these languages on your own, especially if you already know a language such as BASIC, but even if you are a first-time programmer.

Getting Down to the Bare Operating System

Here are boilerplate assembly language routines that you can build into the programs you write for any PC or MS DOS computer. No need to constantly reinvent the wheel. No more wading through manuals or tutorials looking for those few lines of code that will let you read from the keyboard or write to the screen.

Leo Scanlon, well known programmer and author, has dipped into his files to offer you more than 100 assembly language routines for high-precision math, converting code, manipulating strings and lists, sorting data, displaying prompts and messages, reading user commands and responses, working with disks and files, and countless other jobs.

More than just a subroutine sourcebook, Scanlon's *Assembly Language Subroutines for MS-DOS® Computers* also includes real-world interaction with software tools that you will be using for your assembly language programming: the IBM and Microsoft Macro Assemblers, the EDLIN line editor, DEBUG and SYMDEB debuggers, and the LINK and EXE2BIN utilities.

"Finally, after a day particularly filled with page-flipping, I decided to spend a few hours creating the subroutines to do the jobs I use most often. With them, I could simply call a file from my main program and continue programming: no more trying to recall function call codes; no more thumbing through the Programmer's Reference not to mention trying to find the Programmers's Reference in the first place.

I started with five or six routines, and added more as time went by. I also developed a few non-function-call subroutines to do such things as convert numbers from binary to decimal or move a block in memory. Thus, I eventually had a library of subroutines to draw from.

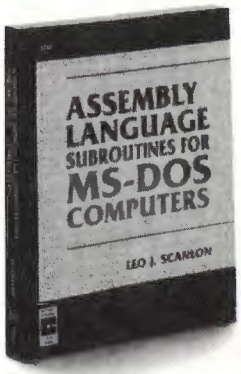
One day I told a programmer friend about the subroutines and he asked for copies of them. He called a couple of weeks later to say that he found the subroutines useful and suggested a few more.

That gave me an idea: Why not add some more subroutines that people need and publish them in a book? You are reading the result of that idea."

— From the preface to *Assembly Language Subroutines for MS-DOS® Computers*

The scope of the volume is unmatched. He has included not just a random sample of subroutines, but he has thoroughly covered the elements needed in almost any program: file handling, screen and keyboard management, and disk I/O.

The beginner will find a guide to the rudiments of assembly language programming and summaries of the 8086, 8088, and 80286 instruction sets.



Assembly Language Subroutines for MS-DOS® Computers
Leo J. Scanlon
Tab • $19.95 (C133)
Available in selected stores in January

Peter Norton Tells it the Way it Really Is

"One of the most important and valuable things for us to learn about our computers is just how complex a task it is to add polish and refinement to computer programs," says Peter Norton, famed author and computer software designer.

As creator of the now-legendary Norton Utilities software package for the IBM PC family of computers, Peter Norton is uniquely qualified to reveal the inner secrets, mysteries, and wonders of the PC clan and its compatibles. Norton's stated goal as author is to act as guide through the maze of PC internals and to reveal the extent of its powers. In his own words, "we need to make sure we understand the basic ideas that underlie all computers, so that we know what a computer is and isn't, and we know in a general sort of way how computers work."

Now out is a revised and enlarged edition of his classic *Inside the IBM PC: Access to Advanced Features and Programming*, available in two versions: as the book alone and as a book/disk combination.

Peter Norton is indeed as comfortable traveling through the "veins and arteries" of the IBM PC family as most people would be walking through the rooms of their homes. *Inside the IBM PC* takes you through a meticulous house tour of the "box" by discussing the special features of every machine in the PC family as well as clones and compatibles; the workings of the 8088 and 80286 microprocessors, DOS 1.1 to 3.0, and the BIOS (the Basic Input/Output System); ROM (Read Only Memory); the intricacies of data storage; the workings of the video display and keyboard as interface with the computer. He illustrates features with programs in BASIC, Pascal, and assembly language, and he shows how assembly language subroutines can be incorporated in Pascal and BASIC procedures for speed and efficiency.

The disk of the book/disk version of *Inside the IBM PC* contains a treasury of programs — including some of the Norton Utilities — to illustrate hexadecimal arithmetic; display the PC character set and their corresponding codes; demonstrate the box-drawing capabilities of the PC character set; uncover hidden and enlightening messages buried in the BIOS of the machine; display all the video modes; examine the characteristics of a PC clone; examine the disk and all its directories; and much more.

Peter Norton has worked on every kind of software from the most intricate system programming to a variety of commercial applications. With 20 years of experience on computer equipment ranging from personal computers to the largest mainframes, he is just the man to go beneath the surface of the PC environment and unearth the wonders of how to explore, discover, and tinker, with things such as how data is organized on disks, as well as how programs use memory and other PC resources.

For those interested in learning to write assembly language routines for the PC, Peter Norton has collaborated with John Socha on a book that offers not only the theory but hands-on practice in assembly language programming. *Peter Norton's Assembly Language Book for the IBM PC* teaches techniques, such as modular design and step-wise refinement.

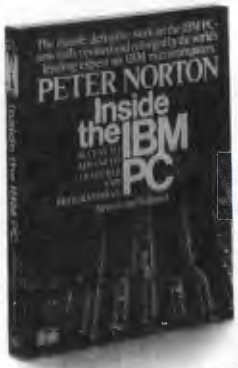
As the authors explain, "Learning assembly language also means learning to understand the 8088 microprocessor inside your IBM PC ... Once you understand the 8088 microprocessor, many elements you'll see in other programs and in high-level languages will have a greater meaning for you."

Norton and Socha's book does not depend solely on theory but offers the opportunity to write full-scale, assembly language programs such as text editors, utilities and more. It also teaches techniques, such as step-wise refinement and modular design, that professional programmers use to double or triple programming speed, as well as to write more readable and reliable programs in a more enjoyable manner.

Peter Norton's Assembly Language Book reveals how assembly language programs provide full access to the interior features of the PC. A number of programs, such as Sidekick, ProKey, and Superkey, load into memory and stay there even after they are run, changing the way the PC works, and can be manipulated with tricks available only to assembly language programs.

You will also learn to assemble a program — DSKPATCH (for disk patch) — which looks directly at disk sectors, displaying in hexadecimal notation characters and other data stored there by DOS. DSKPATCH contains roughly 50 subroutines, many of which are general purpose and will be useful in writing your own programs.

Tackle this book if you want the speed, power, and control you achieve for your PC by talking to it in the language it knows best: assembly language.



Inside the IBM PC: Access to Advanced Features and Programming
Revised and Enlarged
Peter Norton
Brady • $21.95 (C131)
Available in January

Inside the IBM PC
(book/disk version)
Brady • $39.95 (C132)
Available in selected stores in February

Peter Norton's Assembly Language Book for the IBM PC
Peter Norton and John Socha
Brady • $19.95 (C130)
Available in January

The IBM Personal Computer from the Inside Out

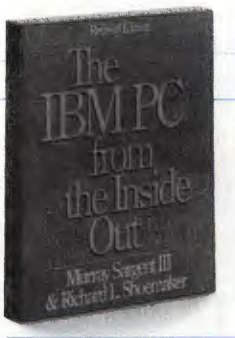
"... an excellent technical discussion of the IBM PC, its hardware architecture, microprocessor, instruction set, and assembly language and how the unit works as a whole." — Byte Magazine

Revised and updated to cover the newest IBM PC technology, *The IBM PC From the Inside Out*, Revised Edition, is the ultimate reference for advanced PC programmers and hardware designers. Authors Sargent and Shoemaker unlock the secrets of the PC with a wealth of detailed information. The emphasis is on fundamentals, with thorough discussions of both assembly language and computer hardware. The book starts out by covering elementary topics such as binary arithmetic and basic concepts of machine language and assembly language. However, the level advances quickly, leading up to discussions of how to extend the operating system to suit your special needs, how to interface assembly language subroutines with programs written in high-level language, how to write macros, and how to use the 8087. Similarly the hardware discussions start with explanations of transistor and diode operation and lead up to detailed explanations of internal circuitry and device interface techniques.

The IBM PC From the Inside Out also gives a perspective on how the IBM PC and the IBM AT relate to other microcomputers and to mainframe computers. The authors also discuss the PC's input/output hardware, controlling/monitoring devices, keyboard and video display, and data communications. New in this edition are coverage of of the IBM PC AT and its 80286 microprocessor, a discussion of IBM's Enhanced Graphics Adapter (EGA) and its clones, and information on using the 8087 coprocessor, add-on boards, memory-resident programs, and computer networks. With over 25,000 copies of the first edition sold, *The IBM PC From the Inside Out* has been updated to continue to be a definitive resource for IBM PC programmers, hardware designers, software developers, and hackers.

"Just as this book is best read by people with some prior knowledge of computers, the IBM PC can most effectively be operated by people with a little computer knowledge. In this sense, the IBM PC is not as user friendly as Apple's Macintosh with its mouse/icon-driven software. Nonetheless, the IBM PC is a relatively easy to use and powerful computer that enjoys unprecedented hardware and software support from the microcomputer industry."

— From the preface to *The IBM PC from the Inside Out*, Revised Edition



The IBM PC From the Inside Out
Revised Edition
Murray Sargent III and Richard Shoemaker
Addison-Wesley • $19.95 (C134)
Available in January

Practical Prolog

Prolog (for PROgramming in LOGic) is one of the main development languages for artificial intelligence. Yet, because it is also a powerful general-purpose language, learning it does not require a background in artificial intelligence. Knowledge of a conventional high-level languages such as C, Pascal, or assembler is all a user needs to learn to develop applications in Prolog for such professions as law, finance, and medicine.

Until now, many of the books on this exciting language have been textbooks which emphasize theory rather than practical applications.

In *Prolog Programming*, Claudia Marcus goes far beyond basics and theory by presenting an extensive, hands-on guide to writing applications software in Prolog. She illustrates the use of Prolog in developing expert system shells, relational database systems, natural language understanding, and parsers for compilers and interpreters. Each topic is illustrated with working sample programs plus techniques that are helpful in building custom Prolog programs.

Written primarily for programmers, but also for students and engineers, who want to move from conventional programming to the field of artificial intelligence, *Prolog Programming* is an ideal practical introduction to Prolog and building custom Prolog programs.

Prolog Programming: Applications for Database Systems, Expert Systems and Natural Language Systems
Claudia Marcus
Addison-Wesley • $22.95 (C136)
Available in selected stores in March

PC XT Basics

Here is a new edition of the *IBM® PC User's Reference Manual*, expanded to include the more powerful PC XT. It will provide you with clear, up-to-date information on the IBM PC, backed up with numerous illustrations and examples. Coverage includes:

- Comparisons between the PC and XT
- Using DOS 3.1
- Upgrading your PC to an XT
- Hard disk directories
- Available software
- Text and graphic display control
- Communications
- Using TopView
- Programming tips and techniques

The IBM PC XT is the workhorse that brought microcomputers into the business world. This book will show you that there is a lot of spunk in it yet.

IBM® PC & PC XT User's Reference Manual
Second Edition
Gilbert Held
Sams • $26.95 (C135)
Available in selected stores in March

The Next Step for C Programmers

From Addison-Wesley, here are two definitive books about using the C programming language: *The C Toolbox*, a sourcebook of utilities, and *Solutions in C*, techniques and new standards for the professional programmer.

The C Toolbox was summed up by one programmer/reviewer this way "This is a demanding book, but the rewards that await the persevering reader can be summed up by two words: Pure Gold. There is simply no other place where a serious software designer can find so many valuable tools presented in such a practical setting for so little cost."

William Hunt's *The C Toolbox* was designed specifically for programmers working with PC DOS and MS DOS. In this complete sourcebook, Hunt demonstrates the many C language tools through numerous example programs, all fully explained. Hunt describes methods to enhance each one for better performance while keeping the basic structure simple, and he provides functions to make them easily adaptable to various versions of C.

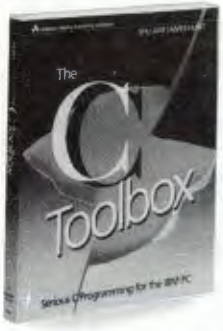
William James Hunt is the editor of the national newsletter for the Lattice C Users Group and a professional developer of microcomputer software.

Solutions in C is a guide to designing and writing powerful and efficient programs for professional programmers and software designers, from the hand of "Dr. C" himself — Rex Jaeschke.

It contains hundreds of clear and concise programming tips, going far beyond the fundamentals to deal with concepts of software engineering in C projects. He covers:

- Structures, Bit Fields, and Unions.
- Multidimensional Arrays.
- Function Definition and Reference.
- Pointers to Functions.
- Headers and the Preprocessor.
- The Run-Time Library.

Rex Jaeschke is an active member of the ANSI X3J11 C Language Standards Committee. He is the editor of *The C Journal*, for which he writes the popular "Dr. C's Pointers" column.

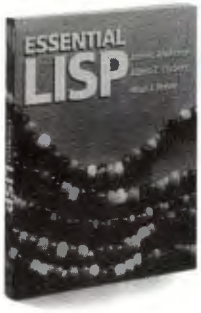


The C Toolbox
William James Hunt
Addison-Wesley • $19.95
(C138)
Available in January

Solutions in C
Rex Jaeschke
Addison-Wesley • $17.95
(C139)
Available in January

The Brick and Mortar of AI

Here is an introduction to the basic features of LISP and some of its applications in artificial intelligence. *Essential LISP* is based on Common LISP but can be used with other dialects. Each topic is explained in great detail, then reinforced with hands-on exercises that help you grasp the knowledge you have gained. Excellent sequencing of material and approachable style make make this book ideal for self-study. LISP is extremely powerful, but it is a simple language, easily learned. The authors' learn-by-doing approach makes this book appropriate for both first-time and experienced programmers.



Essential LISP
John R. Anderson, Albert T. Corbett, and Brian J. Reiser
Addison-Wesley • $25.95
(C137)
Available in selected stores in January

For C Hackers and Others, Too

Advanced C Primer++ is for any programmer, hacker, manager, or student who knows C and wants to move beyond the basics to use the language the way it can potentially be used. Dr. Prata sets out immediately to describe advanced programming techniques in C, then goes on to show how to manipulate the hardware of IBM PC-family computers.

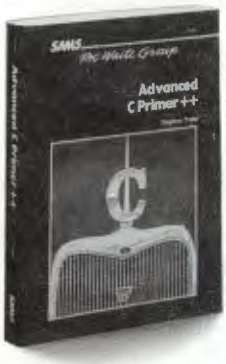
You'll find practical instruction on handling pointers, functions, binary and text I/O, and register and bit-level operations.

This is where most books stop. But you will go on to learn about:

- Accessing ROM routines in the IBM PC or clone to perform direct BIOS access.
- Using I/O ports.
- Controlling video screen.
- Accessing *all* the PC's memory.
- How to write short assembly language routines and integrate them into a C program.

The highly readable text features carefully designed tutorials and end-of-chapter exercises, with questions and answers.

The depth and detail you will find in *Advanced C Primer++* will make it a valuable part of your library for years to come.



Advanced C Primer++
Stephen Prata
Sams • $23.95 (C140)
Available in selected stores in January

A New UNIX Classic

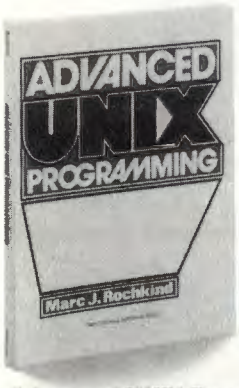
"Here, at last, is a book that can be put on the shelf next to Kernighan and Ritchie ... and Kernighan and Pike ..."

— Byte Magazine

Advanced UNIX Programming shows you exactly how to use the system calls in the most important versions of Unix.

System III and IV, Berkeley 4.2, and XENIX are all covered in full, with a discussion of the differences in good programming techniques needed for each.

It provides what many other books lack: tested program examples in 3500 lines of C code.

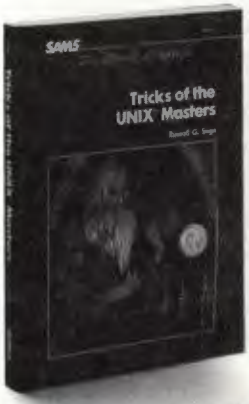


Advanced UNIX Programming
Marc J. Rochkind
Prentice-Hall • $26.95 (C143)
Available in selected stores in March

UNIX's Secrets Revealed

The best way to master a complex piece of software is to find out the techniques — the "secret" tricks-of-the-trade — of experts, who have often spent years learning them.

Russell Sage's *Tricks of the UNIX® Masters* teaches you the tricks and secrets you need to really *use* UNIX, including: shell programming and debugging; task management; micro to UNIX and UNIX to non-UNIX communications; powerful one-and two-line commands; and many other useful techniques the experts know about but you may not.

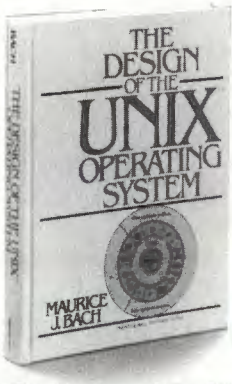


Tricks of the UNIX® Masters
Russell Sage
Sams • $22.95 (C144)
Available in selected stores in January

UNIX across Many Systems

In *The Design of the UNIX® Operating System*, Maurice J. Bach describes the design and workings of a famous operating system. He traces the popular UNIX in the forms it takes throughout the computer world, while emphasizing the coherence of its basic design.

Among the topics Bach covers are: the kernel architecture; the system buffer cache mechanism; process context system calls; processes and kernel primitives that manipulate the process context; overview of streams; shared messages and semaphores; and tightly coupled microprocessor UNIX systems, as well as distributed systems.



The Design of the UNIX® Operating System
Maurice J. Bach
Prentice-Hall • $39.95 (C142)
Available in selected stores in March

Human and Machine Intelligence

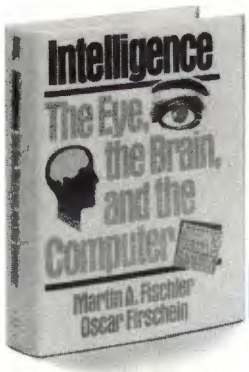
In *Intelligence: The Eye, the Brain, and the Computer*, two experts in this wide field provide deep and broad perspectives on the subject of intelligence, integrating insights from the fields of computer science, cognitive science, linguistics, biology, anthropology, psychology, and philosophy.

The authors cover the main facets of intelligence: vision, language, reasoning, and learning, contrasting what we know about biological intelligence with current computer realizations; they present a unique view of the relationship between perception and cognition; and they estimate the limits of machine performance, now and in the future. They offer examples of algorithmic techniques for reasoning, expert systems, and intelligence.

More than 50 "boxes" of supplemental material elaborate the main subject matter, moving to a deeper technical level or presenting interesting tangential material.

Readers who are interested in learning about the nature of artificial intelligence as well as those already familiar with the field of AI, will find this easy-to-understand book both informative and thought-provoking.

The authors are prominent researchers in the field of artificial intelligence.



Intelligence: The Eye, the Brain, and the Computer
Martin A. Fischler and Oscar Firschein
Addison-Wesley • $29.95 (C141)
Available in selected stores in January

Letters From Club Members

From Commodore Users

Your newsletter mentioned books about the IBM PC, but I have access to a Commodore, and I was wondering if you have any books on it.

James Miller
Tampa, Florida

Your book club has neglected the *largest* body of readers in the micro market (including myself) — the Commodore users! Please inform me as to your plans for this group of avid readers, who compose a large group of your *best* customers.

Paul Nourse
Waco, Texas

The LOG ON "Computing at Home" section will often feature a single home computer system. Last time it was the Apple IIgs; this time it's the Commodore Amiga. We won't neglect Commodore 64/128 users. Check out the book on the exciting new GEOS operating system reviewed in this issue! And all B.Dalton Booksellers and Software Etc. stores carry a good selection of books on 64/128-family computers.

Bulletin Boards

I just recently finished reading the first issue of LOG ON, and I found it very interesting. The name LOG ON prompted me to write to you about a little known service available to all LOG ON readers who own a PC and modem. B.Dalton Software Etc. located in Indianapolis (188 Castleton Square, Indianapolis, Indiana 46250) is running an electronic bulletin board loaded with public-domain software for Apple and IBM users. This bulletin board is available FREE to anyone calling (317) 576-0261 twenty four hours a day. The manager, Kent Zimmerman, has been very helpful to me and responsive to any callers. Besides information about available book titles and software, Kent manages a very active message system available to all users. Even though it's a long distance phone charge, I find that I call regularly because I like the idea of getting Dalton's "on line" at home, and I always take the free software.

Melvin Douglas
Corona, New York

If you have a modem, you might want to check this out. Kent would enjoy hearing from you.

Keep Those Letters Coming!

We just haven't been able to include all the letters we received about the last issue of LOG ON; but in them we found many useful suggestions about LOG ON's editorial approach and about the Computer Book Club itself.

Your opinions and tips are of great value to us. Please keep them coming. Maybe *your* letter will appear in the next (April-June) issue!

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- *LOG ON* provides information about what's new in computer books and computing. Each issue focuses on computing in business, computing at home, programming, and technical applications.

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